

CLAIMS

What is Claimed is:

1. A method for playing a card game, wherein the object of the game is for one of a plurality of players to discard all cards he possesses before the others of the plurality,
5 the method comprising:
 - providing a deck of cards having a plurality of playing cards, each of the plurality of playing cards having at least one visual indicia displayed on it, wherein the playing cards collectively have a plurality of visual indicia displayed on them;
 - dealing at least one of the plurality of deck of cards to each of the plurality of
10 players;
 - selecting at least one of the plurality of visual indicia for matching the dealt cards;
 - discarding one of the dealt cards by each of the plurality of players in a predetermined manner in response to the selecting of the at least one of the plurality of
15 visual indicia, the discarded cards facing up in order to reveal its corresponding visual indicia;
 - striking one of the discarded cards by each of the plurality of players when the revealed visual indicia of the discarded card matches the selected at least one visual indicia; and
 - 20 collecting all of the discarded cards by the last one of the plurality of players to strike the discarded card matching the selected at least one visual indicia.

2. A method according to claim 1, wherein the discarding in a predetermined manner comprises a first of the plurality of players discarding a first dealt card in response to selecting a first visual indicia, and a second of the plurality of players discarding a second dealt card in response to selecting a second visual indicia when the visual indicia displayed on the first dealt card does not match the first visual indicia.
3. A method according to claim 1, wherein providing comprises providing a deck of cards having a plurality of playing cards, each of the plurality of playing cards having at least one letter of an alphabet displayed on it, wherein the playing cards collectively have a plurality of letters of an alphabet displayed on them.
4. A method according to claim 1, wherein the collecting further comprises collecting all of the discarded cards by the one of the plurality of players that strikes the discarded card when the revealed visual indicia does not correspond to the selected one of the plurality of visual indicia.
5. A method according to claim 1, wherein providing further comprises providing a deck of cards having at least one wild card having a group of the plurality of visual indicia displayed on it, the striking further comprising striking the discarded wild card by each of the plurality of players when the selected one of the plurality of visual

indicia corresponds to one of the revealed group of visual indicia on the discarded wild card.

6. A method according to claim 1, wherein providing further comprises providing a
5 deck of cards having at least one command card having a command to strike displayed on it, the striking further comprising striking the discarded command card having the command to strike by each of the plurality of players when the discarded command card reveals the command to strike displayed thereon.

10 7. A method according to claim 6, wherein providing further comprises providing a deck of cards having at least one command card having a misleading command displayed on it, and wherein the collecting further comprises collecting all of the discarded cards by the first one of the plurality of players to strike the discarded command card having the misleading command displayed thereon.

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8. A method according to claim 1, wherein providing further comprises providing a deck of cards having at least one command card having a restart command displayed on it, the selecting further comprising selecting at least one of the plurality of visual indicia for matching the dealt cards in a predetermined order, and restarting the order when the
20 command card having the restart command displayed thereon is discarded.

9. A method according to claim 1, wherein providing further comprises providing a deck of cards having a plurality of playing cards for displaying a plurality of corresponding predetermined visual indicia, each of the plurality of playing cards further including supplemental indicia corresponding to the visual indicia displayed thereon and each displayed proximate opposing ends of each corresponding playing card, a top edge of each of the supplemental indicia oriented to be adjacent to edges of the corresponding playing card at each of the opposing ends.

10. A method according to claim 1, further comprising hiding the visual indicia displayed on the playing cards from view of the plurality of players until the discarding.

11. A deck of cards for use in a card game, wherein the object of the game is for one of a plurality of players to discard all cards he possesses before the others of the plurality, the deck of cards comprising:

15 a plurality of playing cards for displaying visual indicia, the deck of cards adapted to be dealt to each of the plurality of players;

a plurality of predetermined visual indicia wherein at least one of the plurality of visual indicia is adapted to be selected for matching the dealt cards, and wherein at least one of the plurality of visual indicia is displayed on a corresponding one of the playing cards and adapted to be revealed when a dealt card is discarded facing up by one of the plurality of players in a predetermined manner when the at least one of the plurality of visual indicia is selected for matching; and

wherein the discarded dealt cards are adapted to be struck by each of the plurality of players when the revealed at least one visual indicia on one of the discarded dealt cards matches the at least one of the plurality of visual indicia selected for matching the dealt cards, and further adapted to be collected by the last one of the plurality of players to strike the one discarded dealt card.

12. A deck of cards according to claim 11, wherein the predetermined manner comprises a first of the plurality of players discarding a first dealt card in response to a first visual indicia selected for matching the dealt cards, and a second of the plurality of players discarding a second dealt card in response to a second visual indicia selected for matching the dealt cards when the at least one visual indicia displayed on the first dealt card does not match the first visual indicia selected for matching the dealt cards.

13. A deck of cards according to claim 11, wherein the visual indicia comprises letters of an alphabet.

14. A deck of cards according to claim 11, wherein the discarded dealt cards are further adapted to be collected by the one of the plurality of players that strikes the one discarded card when the revealed at least one visual indicia does not correspond to the visual indicia selected for matching the dealt cards.

15. A deck of cards according to claim 11, wherein the deck of cards further comprises at least one wild card having a group of the plurality of visual indicia displayed on it, wherein the discarded dealt cards are further adapted to be struck by each of the plurality of players when the visual indicia selected for matching matches the revealed group of visual indicia on the discarded wild card.

16. A deck of cards according to claim 11, wherein the deck of cards further comprises at least one command card having a command to strike displayed thereon, wherein the discarded dealt cards are further adapted to be struck by each of the plurality of players when one of the discarded dealt cards reveals a command to strike displayed thereon.

17. A deck of cards according to claim 16, wherein the deck of cards further comprises at least one command card having a misleading command displayed thereon, wherein the discarded dealt cards are further adapted to be collected by a first one of the plurality of players to strike the discarded dealt cards when one of the discarded dealt cards reveals a misleading command displayed thereon.

18. A deck of cards according to claim 11, wherein the deck of cards further comprises at least one command card having a restart command displayed thereon, wherein the at least one of the plurality of visual indicia is adapted to be selected for

matching in a predetermined order, the predetermined order restarted when one of the discarded dealt cards reveals a restart command.

19. A deck of cards according to claim 11, wherein each of the playing cards further
5 comprises supplemental indicia corresponding to the at least one visual indicia
displayed thereon and each displayed proximate opposing ends of each corresponding
playing card, a top edge of each of the supplemental indicia oriented to be adjacent to
edges of the corresponding playing card at each of the opposing ends.

10 20. A deck of cards according to claim 11, wherein the at least one visual indicia
displayed on a corresponding one of the playing cards is further adapted to be hidden
from the view of the plurality of players until revealed when a dealt card is discarded
facing up by one of the plurality of players.